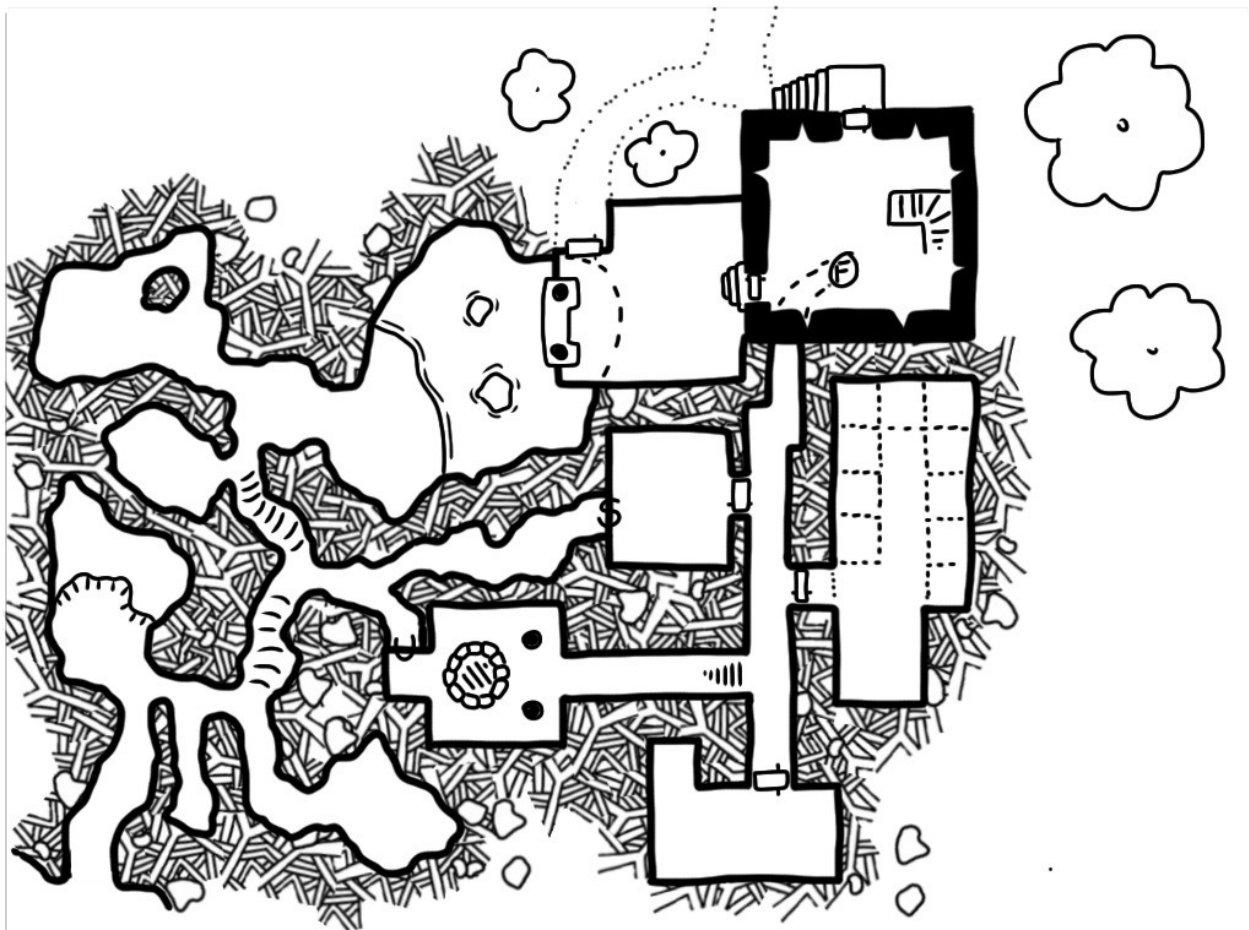


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LAPSUS CALUMNI



VAN HOUSEN MANOR

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Introduction:

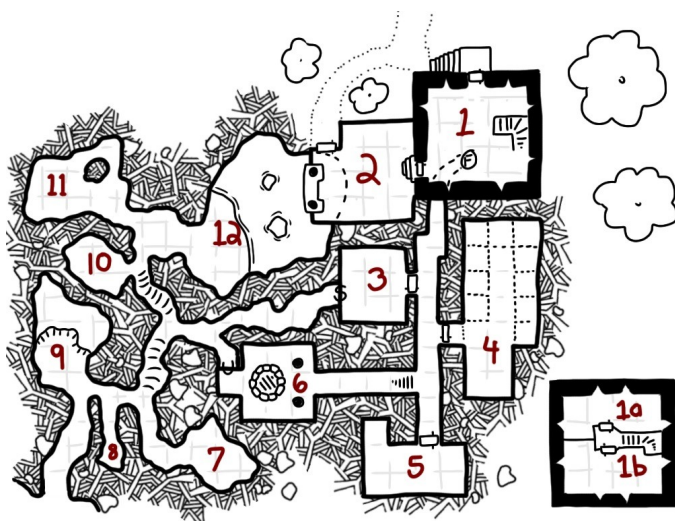
Van Housen Manor is murder mystery where the PCs are hired by a relative to travel to a keep/manor out in the wilds after her uncle has not been heard from in two months.

Lady Vorsheen has been in regular contact with her uncle over the years and knew him fairly well through the letters they exchanged. She is concerned how he has taken to his work as a means of dealing with the loss of his wife.

In his last communications with her, his writing was different than before and presented an image of a deranged madman. Her last message to him was sent a month ago and she has not received a reply.

Summary:

Doctor van Housen was a celebrated doctor from a large nearby city who relocated to study in a location that presented a little more privacy. During the first months at his new residence the Doctor discovered the secret dungeon, and then later the attached caverns.



Credits:

Written and Designed by: Bryan Meadows & m.s.jackson

Cartography by: m.s.jackson

Created entirely on an Apple iPad.

Risus Rules System by: S. John Ross

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1. The Keep. This room is covered with bookshelves. Most of the books here would either be related to the fields of study of the owner, or bards tales. There would definitely be books on slime, molds, mushrooms, fungi, caves, catacombs, and so on including some of the owner's own field journals. The would undoubtedly be a book of magic or two within the shelves.

If searched one of the books on slimes will contain a map to a dungeon where the owner found his first slime. He did not venture very far into dungeon, so the players should have a lot still to discover! The hole in the floor is under a rug and one of the players may fall into it, though they will probably not be hurt by the fall. Stairs on the east wall lead up to the upper level of the keep.

2. The Front Room: The front room to the house has a solid iron and wood door leading outside. It is locked. Once inside, the PC's find a room that was once quite decorative. A big fireplace covers the west wall, while the north wall contains windows.

Whatever view they might have held is now blocked by an ivy vine that covered the windows from the outside. Along the windows is what might have once been a long planter. Perhaps it once contained flowers, but it is hard to tell and now all that remains are luminescent mushrooms. The only other thing of note in this room is plush rug that covers the floor.

Luminescent mushrooms (Ad Veil Fungus): These are actually an experimental species of mushroom that are not found anywhere else in the world, though they might be confused with other more common species that are poisonous. These mushrooms can be used for light and will continue glowing for almost a full day after they have been picked. Chewing one of these mushrooms will heal the person slightly, restoring one cliché dice for Risus. However, more than two in a 24 hour period will start to cause wounds instead of healing them...

3. Empty Room: This room is mysteriously empty. A secret door on the west wall is activated by pushing on a loose brick.

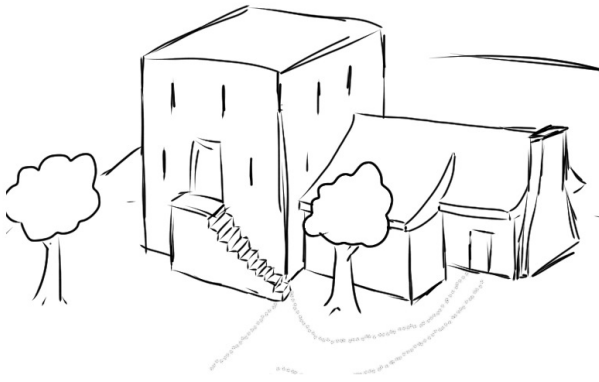
4. Slimatorium: This room has many small, half walled off rooms. Inside the rooms, most tall players should be able to look over the walls, contain bones or little else. However, a few of the units should still have a gelatinous cube, while two more have different types of slimes. The wall to the unit with the gelatinous cube should be cracked enough that it is starting to ooze out, and once it senses the players in the room, it would attack.

Gelatinous cube: *hard to kill (3), sticky goo that dissolves soft things (2)*

5. The Spore Laboratory: This room is damp and moist. Tables line the walls and on top of every table there are piles of unknown substances that are covered with mushrooms. There is a different type of mushroom on each table. Some should easily be recognizable while others are not. Along the edges may be mixes of the different species. Whatever the case, if the players enter the room some of the mushrooms will release spores. Have the players roll a save, then for the ones that fail, roll a D12 for each one individually to determine the results:

1. Nothing happens
2. The player develops a rash
3. In 24 hours, the player's hair will grow out on his/her head an additional 5 inches.
4. When the player awakes from his/her next sleep, their hair will be bright blue.
5. The player falls asleep and cannot be woken up for 1 hour.
6. The player has good hallucinations.
7. The player has bad hallucinations.
8. The player is blind for 1 hour.
9. The player shrinks as if under a shrink spell for 1 hour.
10. The player grows as if under an enlarge spell for 1 hour.
11. The player is paralyzed for 1 hour.
12. The player's clothes are covered in mushrooms when they next awake, the clothes are ruined but the player is unharmed.

6. The Ooze Pool: This room is small and dry. It has two columns that hold torches mounted to brackets on each one. In the middle of the room is a pool of what appears to be water. Once the players enter, the water starts to move and slide out of hole revealing that is instead one giant blue ooze!



Giant Blue Ooze: *Hard to kill (3), sticky goo that dissolves soft things (2), cut one get two! (3)* This ooze will separate when cut into two smaller oozes. It will do this only 2x time the number of player characters there are in the room. Once it has separated that many times, they all lose the cliché *Cut one get two!*

7. The Doctor's Storage: A large table and shelf lie in pieces on the floor and scattered about the room are broken vials, tubing and shards of glass from hundreds of broken glass jars. A strange grayish-green substance litters the floor and covers everything in a fine coat, almost like dust but clearly not a simple dust covering. Tossed about and torn in pieces are the ruined pages of writing that are illegible. If anyone spends enough time digging through the ruined contents of the room, they will find a few potion bottles.

8. The End: At the very end of this narrow corridor, there pile of bones. If one were to take their time and go through the pile of bones, they would find two complete human skeletons. There is nothing else in this room. If one had any scientific knowledge of skeletons, they would be able to tell that one is a woman and one is a man.

9. Vampire Bat Residence: This room contains a pool on the north end and a corridor that leads away into darkness. The ceiling of the room is hidden behind a massive nest of Vampire Bats that have taken up residence. A loud noise by the characters will cause the bats to awaken and attack the intruders to their home. This swarm can attack all of the player characters at once and act as one swarm or as several distinct swarms.

Vampire Bat Swarm: *Quick blood suckers (4), Strength of the swarm (3)*

10. Empty

11. Empty

12. The Were-Slime's Lair: In this room there is a large pool of water. In front of the pool of water is a skeleton. The is a metal-bound tome laying next to the skeleton. As the players approach the book and skeleton, a massive slime rises out of the water and attacks!

Giant Were-Slime: *Giant-sized slime (3) Duplication (3) Acid Spit (3) Spore Spray(2)*

Duplication - The were-slime can duplicate itself a maximum of the total clichés Giant-sized slime and Duplication. Each split causes one of these to decrease by one and the new slime only has Acid Spit(3) and Spore Spray(2)

Spore Spray - This as the same random effects as the table for the mushrooms listed above. This attack should also have a chance to infect the players with the were curse.

Metal-bound Tome: This tome is a work journal for Doctor Van Housen and catalogues his laboratory work and studies. The Doctor was constantly

in search of new herbs and medicines that could be believed could help find a cure for his wife's ailments. It contains thorough documentation of the many plants and herbs that he discovered and their properties. Anyone reading and completing this book will gain the cliché *prognosticator*

These adventures lead him to collect slimes and mushrooms. It tells about his fascination with slimes and how he believed they could be the key to life, since they never seemed to age. It tells of how he finally tried to utilize slimes and found a way to make a person take on slime properties and

thus he became the first were-slime. Since it didn't seem to harm him, he administered the treatment to his wife as well and she did get well. However, it wasn't long until he discovered that the longer he spent as a slime, the harder it was to change back. Eventually the journal trails off with less and less entries, and they become more simple.

This book also contains how to become a were-slime, if someone was interested, and many other facts about them.

